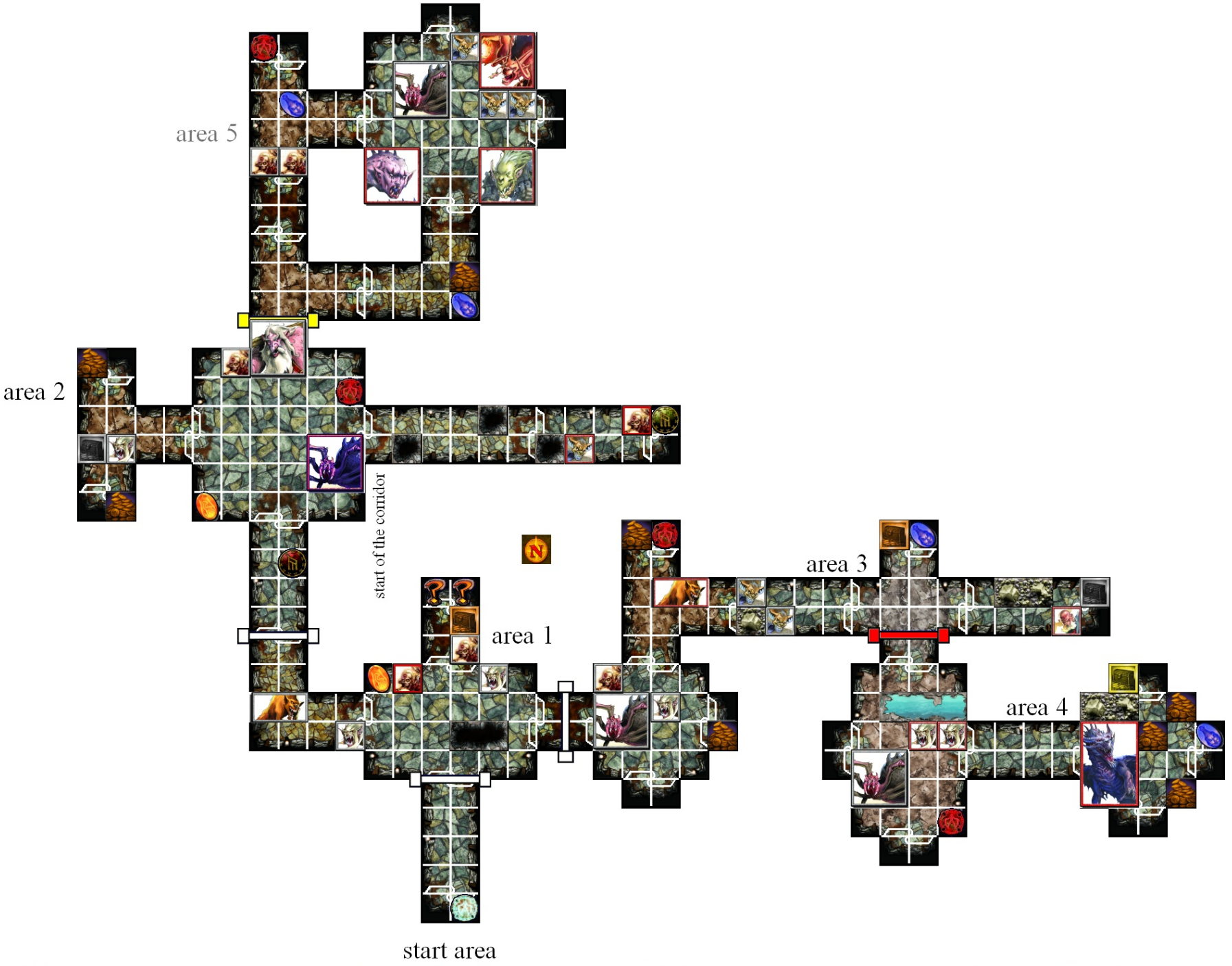

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The servant of the avatar

By dragontamer

Scenario Background

Travelling accross Terrinoth, you arrive at Forge, the city-fortress where the best soldiers are trained. While resting at a tavern, you listen to some soldiers talking about a location where a faithfull servant of the overlord himself has made his keep. Eager to help the people oppressed by evil, you ask the soldiers about the location of the dungeon. Your quest has begun...

Mission Goals

Finding your way to the dungeon, you prepare to descent into the dark. Your goal is to find the ovorlord's servant and kill him for good. You start with 7 conquest tokens. Should you run out of conquest tokens, the servant of the ovelord will have triumphed.

In Forge, weapons cost less. The heroes may purchase melee or ranged weapons at half price at the start of the game. However, no weapon may cost lower than 50 coins, and each hero may only purchase one weapon at half price.

Area 1

Entering the keep, the first thing you notice is an altar covered with blood at the north part of the room. Defying the fear you feel by looking at it, you prepare to face the monsters lurking in the dark.

By moving a monster onto the evil altar represented by the two encounter markers and spending two movement points the altar is activated. Read the following:

You stare at a monster running at the altar, grabbing a knife and cutting its head. As its blood touches tha altar, a red liquid comes out from the pit, moving towards you. The devotion of these monsters to the overlord is clear...

Every hero within 3 spaces of the pit suffers 3 wounds. Then, place a burn on that hero. Finally, remove the monstrer from the altar.

Area 2

By opening the door, you see a red runekey. From the east, your hear a skeleton laughing and a razorwing growling. But the most horrible of all is the voice of the giant ahead :"Let me show you what really means pain! " . Then, grabbing his hammer, he charges.

Important: At the corridor to the east a magical wind pushes the heroes back. At the start of the overlord's turn move each hero in the corridor 4 spaces to the west. If a hero passes through a pit, he suffers 3 wounds and stops moving. Finally, all ranged attacks starting from east to west have +2 damage.

As you advance, a magical wind pushes you backwards, making your steps harder.

Important: The master skeleton in this area is a named monstrer, has 3 extra wounds per hero,+5 pierce and all kis attacks are successfull regardless of range. Killing him stops the blowing wind and awards the heroes with 2 conquest tokens.

Area 3

This room consists of a large dark corridor with much treasure and monsters. A red rune-locked door seems to lead to another more perilous room.

Area 4

It seems you have made your way to the treasure vault of the keep. Before you can lay your hands onto the treasure, an enormous dragon rises from the ground blocking the way.

The dragon in this area is a Gera the Flametongue.He has 3 extra wounds per hero. His breath causes 5 burn tokens to be placed on the figures affected by his attack.

Figures may move into the water in this room ,if the end their movement on it, at the cost of 2 movement points. Doing so causes them to remove all lingering effects on them and heal 2 wounds.

Area 5

Finally you reach the chamber of the servant. Your see an enormous demon surrounded by razorwings roaring: " you fools! prepare to meet your doom! " .Holding your wearons tighter, you prepare for battle.

The master demon in this area is Magorath, the servant of the avatar. He has 10 extra wounds per hero, +3 armor and aura 3. His power can be channeled into all adjacent monsters at the cost of 10 threat . The next attack of these monsters is made with all the power dice in addition to the rest of the dice rolled. Finally the overlord may spend 4 threat to heal him for 4 wounds once per round.

Important: If Magorath is killed:

The giant demon falls to the ground cursing you as your final

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blow has killed him. Your quest has ended.

Important:

TREACHERY

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